



Homework 15: Pair Programming Game

Goal: To produce a game while working in a pair programming environment. The goal is once again to be creative while also learning how to successfully program with another person. You should plan to spend at least 10 hours working on this assignment with your partner.

Notice: All code writing/editing must be done with both partners working together at one computer.

Game Requirements

- communicates the rules of the game to the user before the game starts
- includes some form of user interaction (mouse clicks, key presses, etc.)
- has a clear way to both win and lose
- has a way to restart the game after it ends

Planning Meeting

Before beginning to program the game, you are required to meet, discuss and design it on paper with your partner. Then, you should meet with Larry or Brandon during their office hours to discuss the game you plan to develop. Alternatively, you may schedule a time to meet with them outside of their office hours. You may also choose to meet with Susan on Saturday, February 12th. She will be in the lobby of Paul G. Allen from 10a – 2p and you can drop by anytime.

To Turn In

Submit your program to the class drop box, with its name changed to <yourname>.pde Both partners must each submit the program. There will also be a reflection survey to complete after submitting your program; a link will be posted on the calendar.